

**REDUCING THE RESOLUTION OF  
BONES IN A THREE-DIMENSIONAL MODEL**

5

**ABSTRACT**

Modifying a three-dimensional model includes constructing  
a bones infrastructure for a polygon mesh, removing edges of  
polygons in the polygon mesh to reduce a resolution of the  
polygon mesh, receiving an instruction to reduce a number of  
10 bones in the bones infrastructure, reducing the number of  
bones in the bones infrastructure in response to the  
instruction, and associate the polygon mesh with the bones  
infrastructure having a reduced number of bones.

15

20297614.doc